

Lesson Plan: Formal Follies

Objective: A game to teach members and adults what is appropriate informal and formal attire for Turnouts.

Materials needed:

- A large grab bag of large clothing that includes selections from the chart below. (Note: for this game only, items in the grab bag do not have to be ‘appropriate’ or ‘workmanlike’.)
- Copy of 2007 USPC Horse Management Handbook, including:

Several copies of page 31, 2007 USPC Horse Management Handbook, showing Rule 18
‘Proper Attire for Turnout Inspection’ table

Procedure:

Announce to the team that while certain items in the grab bag might be technically ‘correct’, most are not ‘appropriate’ for riding or ‘workmanlike’.

Team selects one person to be ‘Informal’ and one person to be ‘Formal’.

Give team grab-bag. Players must dress the ‘Informal’ model and the ‘Formal’ model from the clothing available.

Level 1 (Novice) - Players are given copy of **‘Proper Attire for Turnout Inspection’** table and left to dress models.

Level 2 (Training) - Players have to dress models without table.

Models are presented. Team describes each item the model is wearing and why it’s correct. A judge agrees or disagrees.

Last step: items not selected are discussed and explained why they are not correct.

Some ideas for the grab-bag:

Correct	Incorrect
Any color or patterned jacket	Sleeveless shirt with collar
Any colored shirt with collar, long or short sleeved	Shirt with spaghetti strap sleeves or tank top
white stock tie with pin	‘Belly’ shirt or shirt that does not cover midrift
Conservative colored pants	Brightly colored or patterned pants
Turtleneck	boots other than brown or black
	short-shorts